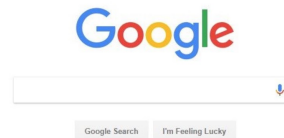


## Solutions to Week 1 Assignment

1. Which of the following are the components of the HCI approach to design?
  - a. **Tasks**
  - b. Usability
  - c. **Humans**
  - d. **Technology**
2. HCI draws which fields of the fields together?
  - a. **Psychology**
  - b. Literature
  - c. **Design**
  - d. **Computer Science**
3. Which of the following is the most likely interface metaphor used by a smartphone calendar?
  - a. Take-out Menu
  - b. **A paper diary**
  - c. Mobile Technology
  - d. A touchscreen



4. What is the major difference between the two websites?
  - a. Background color
  - b. The first website provides control over number of results
  - c. **The second website only contains UI components which are essential**
  - d. The second website has a better color scheme
5. Which one of these would not be found in a good HCI?
  - a. Icons that can have specific meanings
  - b. Common shortcuts, like CTRL+Z for undo.
  - c. Sounds that convey meanings.

**d. A long command line to achieve a function**

6. What is the principal interaction mode for a Microsoft Kinect?
- Haptic Interface
  - Mouse Pointer
  - Exploring and Browsing
  - Gesture and Body Movements**
7. "Good Design is just cool graphics".
- True
  - False**
  - May be
8. Which of the following statements is true?
- A good UI design doesn't save money as it is expensive
  - Bad UI design doesn't really affect the reputation of the company
  - A good UI design saves time and effort**
  - The UI design doesn't matter as long as the product is great
9. Which of the following is not true of a good design:
- Everything designed has an explicit criteria such that the design is useful and usable
  - Everything is designed keeping a vague context in mind**
  - Both of the above
  - None of the above
10. Identify the "interaction" component out of the HCI components (i.e. humans, computer, and interaction) in the following scenario:
- "A doctor performs an ultrasound on the ultrasound machine using the handheld device."*
- A doctor
  - performs an ultrasound**
  - the ultrasound machine
  - the handheld device
11. What are the goals of a good design?
- Safety
  - Utility
  - Effectiveness
  - Efficiency
  - All of the above**

12. Observe the image below and select the best corresponding option:



- a. This is good design because the keyboard is compact
- b. This is bad design because it is easy to press the power off switch while trying to increase the volume**
- c. This is good design because the logos are aesthetically appealing
- d. This is bad design because the buttons are too small

13. Observe the image below and select the best corresponding option:



- a. This is good design because this arrangement is aesthetically appealing
- b. This is bad design because the buttons are too big
- c. This is good design because the placement of OTIS improves the functionality
- d. This is bad design because it is unintuitive and confusing**

14. Observe the image below and select the best corresponding option:



- a. This is good design because the layout is original and new
- b. This is bad design because the direction keys are unaligned with the actual directions**
- c. This is good design because the arrangement makes the keyboard compact
- d. This is bad design because it is aesthetically unappealing

15. Observe the image below and select the best corresponding option:



- a. This is good design because it easy to see where to hold the scissor from and not grab the blade**
- b. This is bad design because the handle is too big
- c. This is good design because the colour scheme is soothing
- d. This is bad design because it is easy to mistake the blade for the handle and injure our hand